Note: This source is *old* and is not at all pretty.   You are warned: looking at it could seriously damage your eyesight.

I have put it on the archive as a stop-gap; there are quite a few people who want to know how that silly little Animate.app works.   This is it.   You'll note that I haven't even converted it to 3.x yet; that's because it's served me fine for now.   I use this program to test my tiff edits and tweak my characters so that they look good.   The little man in the Player.tiff is going to turn up in some of my up and coming games¼

I *will* be updating this to 3.x and cleaning it up so that it looks decent.   Until I actually accomplish that, you probably ought to try and steer away from this code.   It makes use of *very* old GameKit objects and is really rather ugly.   Once I get it cleaned up and looking nice, it will become an official GameKit app, with the source and binary included with the GameKit.

As per usual, direct any questions you may have at me.   I tend to answer them.   :-)

Later,

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